In the Specification:

Please amend the paragraph beginning at page 16, line 6 as follows:

Referring now to Figs. 3A and 3B, the game displays three selectable selections or masked numbers 116, namely, the "X," "Y" and "Z" selections or masked numbers 116. The selections or masked numbers 116 illustrated generally on the screen ~~100~~130, as well as other inputs and indicators, preferably contain indicia that relate to a theme of the gaming device. The selections or masked numbers 116 hide numbers or digits that are revealed and become part of the player's award. That is, the player's award is based on the order of numbers or digits associated with the selections or revealed when the masked numbers are unmasked. For purposes of this application, "selections" and "masked numbers" are used interchangeably.

Please amend the paragraph beginning at page 26, line 17 as follows:

The weighting distribution is different for the tens digit 120, as illustrated by the database 146. Here, the middle values 4 through 6 are generated slightly more often than the lower or higher values. The higher values of 7, 8 and 9 each have a ten percent chance of being generated, while the lower values each have a less than ten percent likelihood of being generated. For the one's digit 122, the database 148 weights the values 0 through 9 such that the highest values are most likely to be generated, the ~~middles vales~~ middle values are the second most and lowest values the least most likely to be generated.

Please amend the paragraph beginning at page 27, line 23 has as follows:

The screen ~~100~~145 can present any number of selectable inputs, such as inputs 102 through 108, and is not limited to presenting four as illustrated. The selectable inputs in one embodiment are areas of a touch screen 50 (see Fig. 2) in communication with the processor 38 and a touch screen controller 52. The inputs may alternatively be separate electromechanical input devices, mounted elsewhere on gaming device 10,

which are in communication with the processor 38. A message 110 is visually displayed, audibly displayed through speakers 36 or both.

Please amend the paragraph beginning at page 28, line 14 as follows:

To simplify the illustration, the screen ~~100~~ 145 illustrates one embodiment, wherein the game randomly assigns a quantity of masked numbers 116 to each selectable input 102 through 108. It should be appreciated, however, that gaming device 10 may alternatively be adapted to assign a quantity of digits, such as the digits 118 through 122, to the inputs 102 through 108. Each selectable input is randomly assigned a quantity of masked numbers 116 from a database or table (not illustrated), which is stored in the memory device 40. The database may be weighted such that a particular quantity or set of quantities is assigned more often than another quantity or set of quantities. This embodiment enables the game to reveal the quantities of the masked numbers 116 for the unselected inputs after the player chooses one of the selectable inputs 102 through 108.

Please amend the paragraph beginning at page 29, line 22 as follows:

The game as illustrated in Figs. 3A through 6 does not resemble the known primary games of slot poker, keno or blackjack. Indeed, the embodiments illustrated to this point are preferably a bonus game which can be triggered by any of the above mentioned primary games or any other primary game. The bonus game preferably includes indicia and a theme in accordance with a theme of the base game. In one implementation, the theme of the game includes a mother ~~kangaroos~~ kangaroo and baby kangaroos or joeys.

Please amend the paragraph beginning at page 36, line 7 has as follows:

Since the different methods have substantially different potential outcomes, the ~~method generation~~ generation of the methods is preferably weighted, although it does

not have to be. Generally, the more drastically the original award may change due to a modification method, the less likely it is that the game generates that modification method.

Please amend the paragraph beginning at page 45, line 9 has as follows:

In the screen 202 210 of Fig. 13, when the player 114 selects the modify input 164, the game displays a suitable symbol or message 212 indicating that the multiply modification method has been generated. The game thereafter generates a multiplier (here, a 2X or 3X multiplier), and thereby multiplies the original award. The game generates a 3X multiplier 214 and multiplies the original award of 416 by three. The result of 1248 is displayed by and downloaded to the paid display 138. In an alternative embodiment, the game may be adapted to display the product in another area of the screen 210, not download the result to the paid display 138 and repeat the entire option processes a predetermined number of times.